



# St Mark's Catholic Primary School *A Community of Faith and Learning*

## Computing Progression 2021-2022

The units in each year group can be taught in any order except for the 2 programming units, where A must be delivered before B.

**Yellow**= partially covered in 2020/2021    **Red**= not covered in 2020/2021

	Autumn term		Spring Term		Summer Term	
	AUT 1	AUT 2	SPR 1	SPR 2	SUM 1	SUM 2
	Computing systems	Creating media	Creating media	Data and information	Programming A	Programming B
<b>Early Years</b>	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.					
	Ra- E-safety and sequencing		Rb- Algorithms		Rc- Sequencing, algorithms and handling data	
<b>Year 1</b>	<b>Unit 1-</b> Technology around us  Computers (using a mouse)  <a href="#">Paint</a>  1a-E-safety	<b>Unit 2-</b> Digital painting  <a href="#">Paint</a> ,	<b>Unit 3-</b> Digital writing  Microsoft Word	<b>Unit 4-</b> Grouping data  <a href="#">i2e.com</a>	<b>Unit 5-</b> Moving robots  <a href="#">Bee Bot, Bee Bot Emulator, Bee Bot App</a>	<b>Unit 6-</b> Introduction to animation  <a href="#">ScratchJr App, Scratch Jr Desktop</a>
<b>Year 2</b>	<b>Unit 1-</b> IT around us  2a-E-safety  Mind map- Popplet, Seesaw/ word/PowerPoint	<b>Unit 2-</b> Digital photography  iPad camera, <a href="#">Pixlr</a>	<b>Unit 3-</b> Making music  <a href="#">Chrome music lab</a>	<b>Unit 4-</b> Branching databases  <a href="#">i2e.com</a>	<b>Unit 5-</b> Sequences  <a href="#">Bee Bot, Bee Bot Emulator, Bee Bot App</a>	<b>Unit 6-</b> Events and actions  <a href="#">ScratchJr App, Scratch Jr Desktop</a>
<b>Year 3</b>	<b>Unit 1-</b> Connecting Computers  <a href="#">Paint</a> , Servers, Wireless Access Points, Switches, Networks, I/O devices  3a-E-safety	<b>Unit 2-</b> Animations  Stop motion App	<b>Unit 3-</b> Desktop publishing  <a href="#">Adobe Spark Post</a>	<b>Branching databases was not taught in Year 2 due to lockdown</b>  <b>Unit 4-</b> Branching databases  <a href="#">i2e.com</a>	<b>Unit 5-</b> Sequencing in music  <a href="#">Scratch, Scratch Teacher Accounts.</a>	<b>Unit 6-</b> Events and actions  <a href="#">Scratch, Scratch Teacher Accounts.</a>
<b>Year 4</b>	<b>Unit 1-</b> The internet	<b>Unit 2-</b> Audio editing	<b>Unit 3-</b> Photo editing	<b>Unit 4-</b> Data logging	<b>Unit 5-</b> Repetition in shapes	<b>Events and actions was partially taught in Year</b>



# St Mark's Catholic Primary School *A Community of Faith and Learning*

	<p><a href="#">Networks, WWW, WWW content, Copyright (creative commons) Fake news, Google Sites?</a></p>	<p><a href="#">Audio Editing: Audacity (there are issues with chromebooks. Audacity has to be built in the linux module and recording has to be switched on).</a> <a href="#">Audiomass (free opensource browser based)</a></p>	<p><a href="#">Photo Editing: Pixabay.com Paint.net paintz.app or other paint apps</a></p>	TBC	<p><a href="#">Uses text based Logo programming language (Mindstorms - Seymour Papert) Turtle Academy, (register and login not very robust) FMSlogo, windows Logotacular (ipad)</a></p>	<p><b>3 due to timings of Computer suite</b> <b>Unit 6-</b> Repetition in games</p> <p><a href="#">Scratch, Scratch Teacher Accounts.</a></p>
<b>Year 5</b>	<p><b>Unit 1-</b> Sharing information</p> <p>Power point, <a href="#">Scratch, Scratch Teacher Accounts.</a></p> <p><b>5a-E-safety</b></p>	<p><b>Unit 2-</b> Vector drawing</p> <p><a href="#">Vector Drawing using Google Drawings.</a></p>	<p><b>Audio editing was not taught in Year 4</b></p> <p><b>Unit 3-</b> Video editing</p> <p><a href="#">Video editing. Use of various devices and software Movie Maker Open Shot Video Editor</a></p>	<p><b>Unit 4-</b> Databases</p> <p><a href="#">Databases: J2data Expedia web site</a></p>	<p><b>Unit 5-</b> Selection in physical computing</p> <p><a href="#">Selection in Physical Computing: Crumble Controller and various sensors / motors</a></p>	<p><b>Repetition in games was not taught in Year 4.</b></p> <p><b>Unit 6-</b> Selection in quizzes</p> <p><a href="#">Scratch, Scratch Teacher Accounts.</a></p>
<b>Year 6</b>	<p><b>Unit 1-</b> Communication</p> <p>Internet Communications and Search Engines: Various search engines Comms: SMS, Email, Video call, WhatsApp, Blog post, YouTube video, Twitter, BBC Newsround.</p>	<p><b>Unit 2-</b> 3D modelling</p> <p><a href="#">3D Modelling: TinkerCAD. Educator account available. Class access does not require student sign in. Parental permission required for student accounts</a></p>	<p><b>Unit 3-</b> Web page creation</p> <p><a href="#">Web page creation: Google Sites</a></p>	<p><b>Unit 4-</b> Spreadsheets</p> <p>Microsoft Excel</p>	<p><b>Selection in physical computing was not taught in Year 5 due to resourcing.</b></p> <p><b>Unit 5-</b> Variables in games</p> <p><a href="#">Scratch, Scratch Teacher Accounts.</a></p>	<p><b>Selection in quizzes was not taught in Year 5 due to resources/ teaching Programming A before B.</b></p> <p><b>Unit 6-</b> Sensing</p> <p><a href="#">Sensing: (Design) Micro:bit (emulator and physical microcomputer) sensors compass, accelerometer (step counter). Use of Microbit Classroom possible. (Note: Early version Microbits should have a firmware update to ease program download process)</a></p>



**St Mark's Catholic Primary School** *A Community of Faith and Learning*